



Reminder: Community Information Meeting on Changes to the Gum Spring Road and Route 50 Intersection

I will be hosting a community information meeting this Thursday, May 15 at Mercer Middle School beginning at 7 pm. We will discuss the opening of the new intersection at Gum Spring Road and Route 50.

The new intersection is set to open next week, on May 21. At that time, the existing portion of Gum Spring Road will be closed just before the intersection with Tall Cedars Parkway. This will close permanently with a cul-de-sac to be constructed. Access will still be provided at Route 50 for the Gum Spring Village Center. However, any through traffic for Gum Spring south of the Gum Spring Village Center will want to use the new portion of Gum Spring at the new signal located just to the east of the Gum Spring Village Center.

The section of Tall Cedars Parkway between Gum Spring Road and Millstream Drive will also close for 60-90 days to allow a reconstruction of the Tall Cedars and Gum Spring intersection to fix elevation issues and install turn lanes. There will be a detour route established during this time using Greenstone Drive to Stone Springs Boulevard. Following completion of this intersection, work will begin on a new turn lane for Providence Ridge.

At the meeting, we will have visuals to show the work and the detours, and also discuss the next phase of changes beyond this - which will also impact Gum Spring Road.

Opening of Tall Cedars between Riding Center Drive and Pinebrook Road

Also, I'm pleased to share that the section of Tall Cedars between Riding Center Drive and Pinebrook Road will be opening today. This section of roadway is under developer control and

has been delayed due to concerns over the developer's liability. Over the past several months, we have been working with VDOT and the developer to try to expedite the opening of the road.

The remaining section of Tall Cedars Parkway between Riding Center Drive and Gum Spring Road is a County project that has been fully funded and is underway